You will see your two grades for Lab9 as Lab06 in the progress bar.

LAB 9 - SIMULATION GRADER (45/45 points)

Grading your Lab 9 solution on the simulator does not require the LaunchPad development board. Compile (build) your Lab 9 project in Keil, and start the debugger in simulation mode. Execute **Peripherals->TExaS PortF** to open the **TExaS edX Lab 9** window. Enter the **2725** number into the **Num From EdX** field. Next, you need to reset the CPU. Click the **Grade** button and wait until grading is finished. Any score above 70 will be considered a passing grade. If you are not satisfied with your score you are allowed multiple submissions.

Help

Enter the **CopyThisToEdX** code from the Lab 9 grading engine:

pjBmgPDd

Answer: 100

EXPLANATION

Lab 9 has two inputs and one output running in simulation. The inputs are on PF4 and PF0, which are negative logic switches. The output is on PF1, which is a positive logic red LED. The grading engine checks for proper initialization and then tests the four possible input patterns. If neither switch is pressed (high) the LED should be off(low). If either the switch is pressed (low), the LED should toggle every 50 ms, making the LED flash at 10 Hz. In addition, there should be an array of 50 unsigned 32-bit numbers called **data**, and your software should save a measurement into this array when any of the PF4, PF1 or PF0 pins changes, There is no partial credit, but you are allowed as many attempts as you need to complete this lab. There are three things that must be correct to receive credit for the simulation Lab 9: 1) you must run Lab 9 in simulation (dialog DLL has this parameter -pCM4 -dedXLab9) and grade it with Keil debugger showing **TExaS edX Lab 9** window, 2) the **2725** number must be entered into the **NumFromEdX** field of the **TExaS edX Lab 9** window before grading is started, and 3) you must get a score of 70 or above.

Reset Hide Answer

LAB 9 - REAL BOARD GRADER (45/45 points)

Grading your lab solution on the real board will require the LaunchPad development board. In Lab 9 we will use the on board switches and LEDs as directed in the lab description. You must connect the LaunchPad to the PC using the USB

cable. Compile (build) your Lab 9 project in Keil, download it to the board and start the debugger in real board mode. Enter the **2552** number into the **NumFromEdX** field. Start execution of your software on the board. Click the **Grading** button within the Keil uVision TExaS Grader window. Any score above 70 will be considered a passing grade. If you are not satisfied with your score you are allowed multiple submissions.

Enter the **CopyThisToEdX** code from the Lab grading engine:

BnlinEDf

Answer: 100

EXPLANATION

Lab 9 uses the LaunchPad with no additional hardware, but will test whether or not the debugging buffers are properly filled. The grading engine checks for proper initialization and then tests the two possible input patterns. For more information on the lab, refer to the description in the lab assignment. There is no partial credit, but you are allowed as many attempts as you need to complete this lab. There are three things that must be correct to receive credit for the real board Lab 9: 1) you must run Lab 9 on the real board and grade it with Keil debugger showing the TExaS Grader v2.0 window, 2) the **2552** number must be entered into the **NumFromEdX** field of the TExaS Grader v2.0 window before grading is started, and 3) you must get a score of 70 or above.

Reset Hide Answer

Help

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